



Western Australian Certificate of Education ATAR course examination, 2016

PHYSICAL EDUCATION STUDIES

Practical (performance) examination Australian football

Time allowed

Warm up: 30 minutes
Skills and Drills: 75 minutes

Materials required

To be provided at the venue

Non-personal equipment required for Australian football

To be provided by the candidate

Enclosed shoes or boots

Structure of the examination

The Physical Education Studies ATAR course examination consists of a written component and a practical (performance) component.

Criteria for marking the practical (performance) examination

Criteria	Marks available	Percentage of practical examination
Skills performance	30	50
Conditioned performance	20	50
Total		100

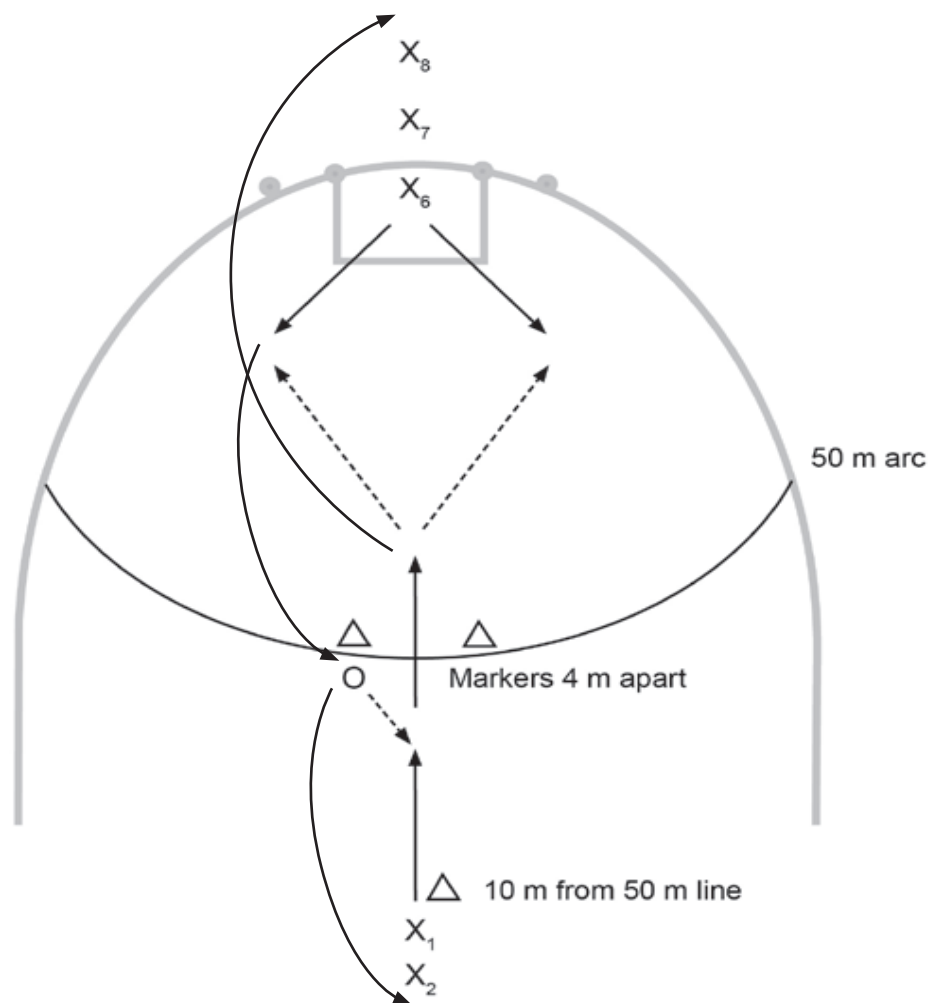
Instructions to candidates

1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You are required to report to a supervisor to register for the practical examination 40 minutes before your scheduled examination time.
4. Once your attendance has been recorded you will be given a coloured, numbered bib to wear for the examination and directed to a supervised warm up area.
5. Just prior to the scheduled examination time you will be escorted from the warm up area to the examination area.
6. You must follow the requirements for this examination published in the *Physical Education Studies ATAR course Practical (performance) examination requirements 2016* document.

SECTION ONE – Skills Performance**1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Picking up the ball	Running drop punt	Overhead mark	Handball	Set shot

Drill #1: Picking up the ball, Running drop punt



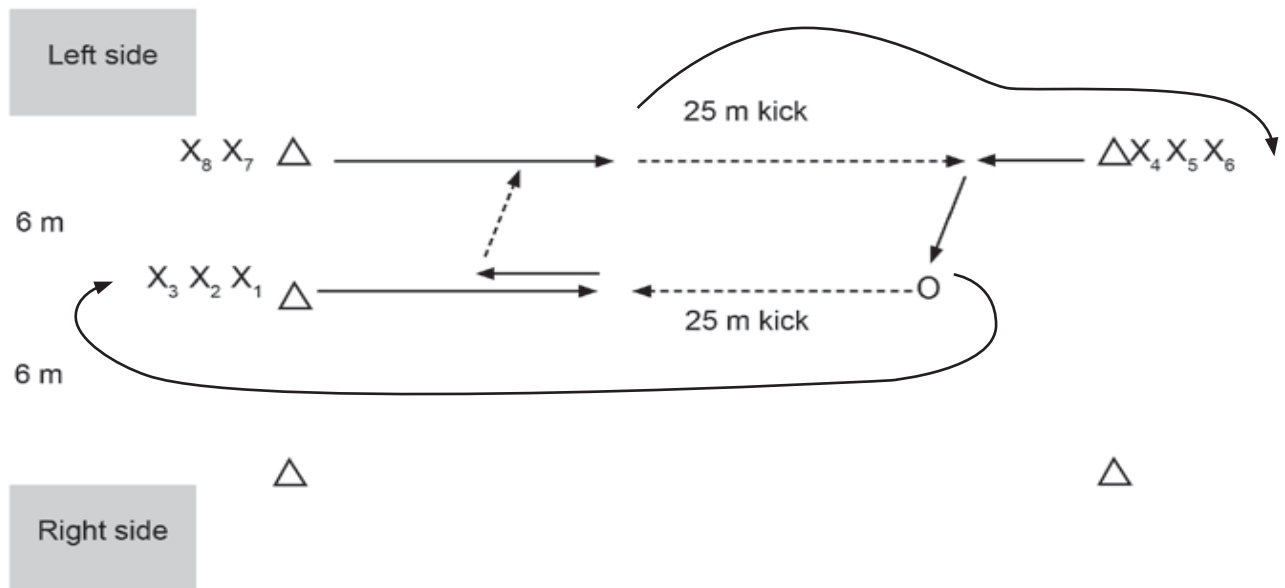
Key	X	= player
	O	= feeder
	△	= marker
	→	= player movement
	----->	= ball movement

Drill description

1. Feeder rolls the ball to player X₁ using a combination of flat rolls and end over end balls. The ball should be rolled at medium intensity.
2. Player X₁ moves forward and picks up the moving ball.
3. Player X₁ runs through the two markers at the 50 m arc and performs a running drop punt to a leading target (player X₆) Player X₆ starts their lead as player X₁ approaches the two markers. Player X₆ can lead to the left or right from the goal square.
4. Player X₆ runs the ball back to the feeder.
5. Players follow their pass and rotate to the group they are passing the ball to.

See next page

Drill #2: Overhead mark, Handball



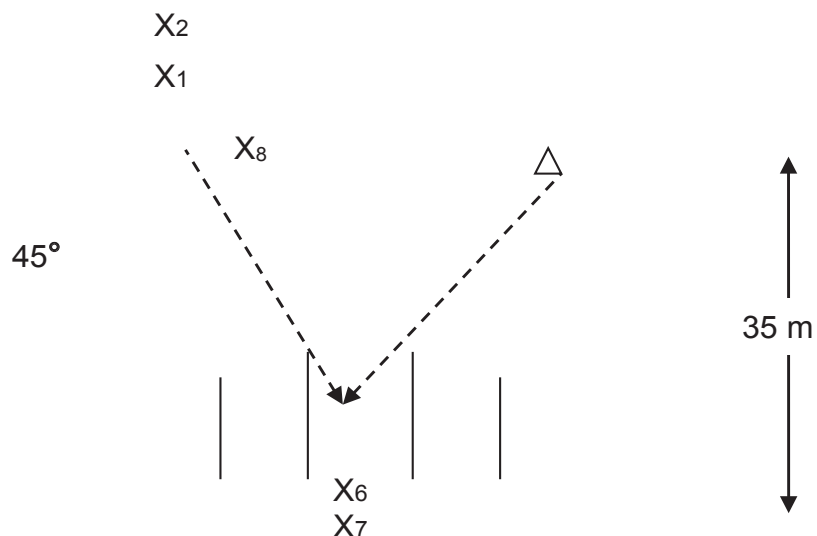
- Key**
- X = player
 - O = feeder
 - Δ = marker
 - = player movement
 - = ball movement

Drill description

1. Feeder kicks the ball to player X₁ over a distance of 25 m who leads forward and performs an overhead mark.
2. Player X₁ then pushes back off the mark.
3. Player X₇ then runs forward on the left hand side of player X₁ and receives a handball from player X₁.
4. Player X₇ continues to run forward and performs a running drop punt to player X₄ who has made a lead towards player X₇.
5. Player X₄ handballs the ball back to the feeder.
6. Players have two attempts handballing the ball to the left side. Players then swap sides so that the handball is made to the right hand side and two more attempts are given.
7. Players follow their pass and rotate to the group they are passing the ball to.

See next page

Drill #3: Set shot



- Key**
- X = player
 - O = feeder
 - △ = marker
 - = player movement
 - = ball movement

Drill description

1. X₁ kicks from the first marker 35 m from goal on a 45° angle. X₈ stands on the mark, defending the kick.
2. After the kick has been made, X₁ becomes the defender and X₈ goes behind the goals. X₆ retrieves the ball and carries it back to the kicking line.
3. X₂ moves forward to kick.
4. Candidates have two kicks on goal from each side.

SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	50 metre arc
SPECIFY NUMBER OF PLAYERS	8 (can be done with 6)
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Creating and defending a scoring shot.
SPECIFY ROLES OR GOALS OF PLAYER(S)	Feeder kicks the ball in. Four players (offence) try to score a goal. Other four players defend to get the ball out of the 50 metre arc (defence). Ball must pass through 2 possessions before shot on goal.
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Change offence and defence after 5 minutes.

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